A-Town Invitational Dynasty Fantasy Football League Rules 2025-2026

*The purpose of these rules is to ensure a fair and fun league for all league managers and promote the long-term viability of the league. If a rule is not explicitly stated, interpretations will consider these criteria and new rules will be voted on and subsequently documented in these bylaws. If this document disagrees with league site settings, site settings will prevail until corrected.

1. League Construction

a. 12 teams in 1 division playing a 14 game schedule with 3 weeks of playoffs.
b. Platform
    i. We will use Sleeper as the home of our dynasty league
        1. Found on the app store as "Sleeper" or online at sleeper.app
    ii. Sleeper has its own league chat function, as well as the ability to DM other league managers, so it will be used for those purposes.

2. Draft

a. Buy-in:
    i. The buy-in for the fantasy league is $100 per year.
        1. Venmo, Cashapp, and Zelle are preferred, but cash is also acceptable.
    ii. Payment is due to the commissioner prior to the beginning of each year's draft (startup for 1st year, rookie draft for following years).
        1. Failing to pay the buy-in at the draft results in the forfeiture of your first draft selection, skipping over to the next person in the draft.
        2. Failing to pay the buy-in at the draft will also result in reducing your FAAB to $0 (see rule 4) available for the team until the payment is received. Once the buy-in is received, their FAAB is returned.
        3. Failing to pay the buy-in by the time the "NFL Hall of Fame game" begins in the NFL will result in the team being locked from making any transactions or roster moves until the buy-in is received.
        4. If a member has not paid their buy-in fee by the time the first fantasy playoff game begins, they will be banned from the league.

The commissioner has no discretion for providing a grace period and neither does the league.

b. Startup Draft
    i. Occurs as the initial draft for the league.
    ii. 31-round snake draft with a 2 minute pick timer.
    iii. Draft order will be randomly determined prior to the draft.
        1. Potential draft order selection: Randomly picking a name from a bag and letting the manager selected choose their draft spot (1-12). (Example, if I was chosen first, I could choose to have the 3rd pick in the draft, leaving 1, 2, and 4-12 available for everyone else).
    iv. The startup draft will include both veterans and incoming NFL rookie players together.
    v. Trading of startup draft picks IS allowed.
c. Rookie Draft
    i. Occurs each year after the dynasty season has finished.
    ii. 3-round linear draft with a 5 minute timer.
    iii. Draft order is determined by the inverse standings from the previous dynasty season. (Last place picks 1st, and so on)
    iv. Will only include incoming NFL rookies.
    v. Trading of rookie draft picks IS allowed at any time when the picks are available to trade on Sleeper.
    vi. See rule 7 part C section iii regarding an extra compensatory pick for the winner of the Toilet bowl.
d. Failure to be present at the agreed-upon draft time will result in your team being auto-drafted by Sleeper's average draft position.
e. Draft selections cannot be reversed, once a pick is made or the clock runs out, there is no going back.

3. <u>Roster Makeup</u>

a. Each team has 26 normal roster spots, along with 3 Taxi (practice squad) spots and 3 IR (injured reserve) spots.
b. A team's starting lineup consists of 1 QB, 2 RB, 2 WR, 1 TE, 3 FLEX (RB/WR/TE), 1 D/ST, and 1 K (11 total starting spots).
c. During the regular season, there will be 15 bench spots per team.
d. There is no limit to the number of each position that you can have on your roster at any time.
e. Taxi Squad
    i. Additional roster spaces where you can place NFL players that have had 3 years or less of NFL experience. In the offseason these spots are open and available to be freely switched.

ii. At the start of the NFL regular season, these spots become locked. This means that you will still be able to promote your players from your Taxi squad onto your main roster, but you will no longer be able to place players from your main roster into your Taxi.

iii. Midway through the season (after week 8 concludes and prior to week 9 beginning), the Commissioner will open a "Taxi Squad Grace Period". In this time, teams can freely move players to and from their Taxi Squad without penalty. Once the first game of week 9 begins, the Taxi Squad will become and remain locked for the remainder of the fantasy football season.

f. Injured Reserve

i. Injured Reserve spots will be available to hold players that are designated OUT, COVID, SUSPENDED, NA, DNR/HOLDOUT, and IR. These can be freely switched at any time unless the player's weekly game is underway.

g. At the conclusion of the fantasy football playoffs, 3 bench spots will be added to each team for the offseason. These will be removed prior to the "NFL Hall of Fame game" beginning.

h. A valid roster must be set up for each week of the fantasy season prior to the weekly games starting. **A "valid roster" is defined as: Players starting in all 11 available starting roster spots, with no players designated as "OUT", "COVID", "SUSPENDED", "NA", "DNR/HOLDOUT", and "IR" in the starting lineup positions, as well as no players <u>reasonably expected</u> to score 0 points in the given week.**

i. A team that is believed to be tanking through not starting a "valid roster" can be brought to the attention of the commissioner by any member of the league. The commissioner will then reach out to the accused manager and request an explanation for the invalid roster.

1. If a reasonable explanation is given, the commissioner will report back to the accuser with the reason, and no further action will be taken.
2. If there is not a reasonable explanation, a league-wide vote will take place where the commissioner will first explain the full situation. If a majority vote of league members (6/11) is reached, the accused will be docked their best draft pick (their most recent future 1st round pick). When the rookie draft arrives, this pick will be skipped over with no selection.

i. You CAN drop bench players after their game starts to pick up another player.

4. <u>FAAB (Free-Agent-Acquisition-Budget)</u>

a. At the beginning of each season, each team is given $250 of FAAB.
b. FAAB is used to place bids on players in the waiver wire.
c. Whoever places the highest bid on a certain player receives the player and is deducted the bid amount they offered from their personal FAAB total.
d. If there is a tie in bid, the team with the lower placement in the standings will receive the player and will be deducted by the FAAB that they bid.
    i. This only applies for the first player you win on FAAB bid in that week. After this, your priority will go to last for tiebreakers for that given week. In the next week, it will again reset to the inverse of standings.
e. FAAB can also be used in trades, where they can be transferred (alone or also along with players) to another team in exchange for players/FAAB.
f. During the regular season, after a given week, there is a grace period on Tuesday following Monday Night Football which allows teams to place bids on players they want. On Wednesday at 3PM, bids from the past Sunday at 1:00pm-Tuesday will be processed. After this, bids will be processed every day at 3PM for players that were dropped. All other players will be available for free pickup.
g. You can trade to have more than $250 FAAB at any given time.
h. Dropped players will spend a minimum of 1 day on waivers.

5. Trades

a. Any and all trades made in the league are open to be voted on for the sake of preventing collusion.
    i. Notify the commissioner immediately if collusion is suspected, and a vote will commence.
    ii. If the majority of the remainder of the league (6/10 votes for 2-person trades, 5/9 for 3-person trades) votes against the trade, the trade is reversed.
    iii. If collusion is proven between two or more league members, they will be kicked out of the league and their buy-ins will NOT be refunded.
        1. An overturned trade by vote does not mean they are fully convicted of collusion. If there is evidence of collusion along with the trade, another vote will take place where the majority of the remainder of the league (6/10 votes for 2-person trades, 5/9 for 3-person trades) needs to approve again.
b. Trade Deadline
    i. The trade deadline will be set for the time of the first game played in week 13 of the NFL season.
    ii. This means there will be no trades from the end of Monday Night Football in week 13 until the crowning of our league champion in week 17. Once the league is shifted into offseason mode, trading will be available again.

6. Schedule

a. 14 weeks of regular season play beginning in week 1 of the NFL regular season, with weeks 15-17 reserved for the playoffs.
    i. Each team's schedule is randomly created by Sleeper.
b. Playoffs
    i. The top 6 teams in the league standings receive entry into the playoffs, with the first two teams receiving bye weeks for the first round (week 15).
    ii. Matchups are one week per round and single elimination.
    iii. Playoff seeding is determined by regular season standings, with ties broken by which team scored more Total Points For during the regular season.
    iv. The playoff bracket re-seeds after each round to make the higher-seeded teams always play the lower-seeded teams in every round.
    v. Playoff tiebreakers are determined by the total points that each team has scored throughout the season. The team with more "Total Points For" will win the tiebreaker.

7. Final Standings

a. Non-Playoff Team Standings
    i. Final standings for Non-Playoff teams are set at the end of the regular season. After 14 weeks, the team in last place has officially placed last, and so on for Non-Playoff teams.
    ii. These are the standings that will be used to determine the rookie draft order.
b. Playoff Team Standings
    i. Final standings for playoff teams are determined by their performance in the playoffs.
        1. The two teams eliminated in the first round of the playoffs (week 15) will have their final standing determined by their regular season record (ties broken by total points).
        2. The two teams eliminated in the second round of the playoffs (week 16) will have their final standings determined by a week 17 3rd place game.
        3. 1st and 2nd place in the league is determined by the winner and loser of the week 17 championship game.
c. The Toilet Bowl
    i. Non-Playoff teams will be placed in a playoff bracket that will play at the same time as the regular playoffs.

ii. Seeds for this bracket will go from best Non-Playoff team (7th place in final regular season standings) to worst (12th place in final regular season standings)

iii. The winner of the Toilet Bowl playoff will receive a compensatory draft pick in the upcoming offseason's rookie draft.

1. The compensatory pick will be in between the 12 pick of the 1st round and the 1st pick of the 2nd round of the rookie draft. The draft will be paused to allow the league manager that owns the compensatory pick to make their selection, and this will then take that player off of the draft board.
2. Once awarded, the compensatory pick can be traded just like any other draft pick.
3. ***This will incentivize Non-Playoff league managers to continue playing into the playoffs.***

8. Payouts

a. From the pot of $1200, 1st place in the league is awarded $800 (2/3rd of the pot), 2nd place is awarded $300 (1/4th of the pot), and 3rd place is awarded $100 (money back from that season's buy-in).
b. If the NFL closes operations prior to the conclusion of week 9, buy-ins will be returned to team managers.
c. If the NFL closes operations after the conclusion of week 9, 1st place in the standings is awarded $800 (2/3rd of the pot), 2nd place is awarded $300 (1/4th of the pot), and 3rd place is awarded $100 (money back from that season's buy-in).

9. League Abandonment

a. If a league manager is to leave the league, prospects for the vacated spot will be placed on a waitlist based on the time they requested to join the league.
    i. Each potential prospect will be vetted by current league members and a vote will be held by league members on their eligibility for the league. A simple majority (6 out of 11) is needed to ratify a new league member).
    ii. If a prospect fails to gain enough votes to join the league, the next prospect on the waitlist will then go through the steps towards joining.
b. In the event a league manager abandons the league and a new manager has not yet been selected, The commissioner will temporarily take control of the team if starting lineups need to be set for league integrity purposes. The commissioner cannot add or drop players unless the team has no available players to start at a given position, and they cannot trade at all with the orphaned team.

10. Rule Changes

a. Any rule changes to the league are voted on by the league as a whole and must pass with a majority vote (7/12 votes).
b. Failure to participate in any league vote in a reasonable amount of time (2 days) will deduct your vote from the total needed.

Good luck, have fun, and just don't be a dick.

11. Scoring

PASSING	
Every 5 Passing Yards	0.2 Points
TD Pass	6 Points
Interceptions Thrown	-2 Points
2 Point Passing Conversion	2 Points
400+ Yard Passing Game	2 Points

RUSHING	
Every 1 Rushing Yard	0.1 Point
TD Rush	6 Points
2 Point Rushing Conversion	2 Points
200+ Yard Rushing Game	2 Points

RECEIVING	
Every 1 Receiving Yard	0.1 Point
Each Reception	0.5 Points
TD Reception	6 Points
2 Point Receiving Conversion	2 Points
200+ Yard Receiving Game	2 Points

MISCELLANEOUS	
Kickoff Return Touchdown	6 Points
Punt Return Touchdown	6 Points
Fumble Recovered For Touchdown	6 Points

Fumbles Lost	-2 Points
Interception Return Touchdown	6 Points
Fumble Return Touchdown	6 Points
Blocked Punt or Field Goal Returned For Touchdown	6 Points
2 Point Return	2 Points
1 Point Safety	1 Point

KICKING	
Each Point-After-Try Made	1 Point
Each Point-After-Try Missed	-1 Point
Total Field Goals Missed	-1 Point
Field Goal Made (0-39 Yards)	3 Points
Field Goal Made (40-49 Yards)	4 Points
Field Goal Made (50+ Yards)	5 Points

TEAM DEFENSE / SPECIAL TEAMS	
Each Sack	1 Point
Interception Return Touchdown	6 Points
Fumble Return Touchdown	6 Points
Kickoff Return Touchdown	6 Points
Punt Return Touchdown	6 Points
Blocked Punt or Field Goal Returned For Touchdown	6 Points (+2 for the block)
Blocked Punt, Point-After-Try, or Field Goal	2 Points

Each Interception	2 Points
Each Fumble Recovered	2 Points
Each Fumble Forced	1 Point
Each Safety	2
0 Points Allowed	5 Points
1-6 Points Allowed	4 Points
7-13 Points Allowed	3 Points
14-17 Points Allowed	1 Point
28-34 Points Allowed	-1 Point
35+ Points Allowed	-4 Points
Less Than 100 Total Yards Allowed	5 Points
100-199 Total Yards Allowed	3 Points
200-299 Total Yards Allowed	2 Points
350-399 Total Yards Allowed	-1 Point
400-449 Total Yards Allowed	-3 Points
450-499 Total Yards Allowed	-4 Points
500-549 Total Yards Allowed	-5 Points
550+ Total Yards Allowed	-6 Points
2 Point Return	2 Points
1 Point Safety	1 Point